CricketPro 900
Electronic Dartboard

Arachnid®
The Originator of Electronic Dart Games!

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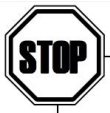
TO ORDER PARTS
Visit our website before returning to store

Instructions and Rules

190 Cumberland Park Drive St. Augustine, FL 32095 / www.cueandcase.com

CPSIA#2 – E900ARA - - VJ

<u>Congratulations!</u> We hope you will have many hours of enjoyable use with your new product!



PLEASE KEEP YOUR INSTRUCTIONS!

- Your Model number is necessary should you need to contact us.
- Please read through this instruction book to familiarize yourself with all the parts and assembly steps.
- Refer to the Parts Identifier and verify that all parts have been included.
- For questions that may arise or for missing parts, **<u>PLEASE CONTACT US BEFORE RETURNING THE DARTBOARD TO THE STORE</u>**

CONTACT INFORMATION:

Hours: Mon.- Fri., 10:00 am to 6:00 pm (EST)
Replacement Parts: order online at www.cueandcase.com
Technical Support: customerexperience@cueandcase.com
1-800-835-7665

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WARNING! This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can avoid damage or injury.

Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

WARNING!

Electronic Dart Boards are designed to be used with Soft (Plastic) Tipped Darts.

DO NOT USE STEEL TIPPED DARTS or DARTS OVER 20 GRAMS TOTAL WEIGHT

Use of Steel Tipped Darts or Darts weighting more than 20 grams will damage the electronic board and automatically voids the warranty.

THE ORIGINATOR OF ELECTRONIC DARTS: ARACHNID, INC.

The high technology electronic dart games we play today bear little resemblance to the medieval versions that evolved from the pastime of the royal courts. Arachnid, Inc. invented the state-of the-dart technology that brought the popular pub game into the home, in the process earning a stellar reputation for quality and innovation, recognized today all over the world.

Your electronic soft-tip dart game is a precision engineered product manufactured with the highest quality materials, and is designed to provide years of action-packed fun to players of all skill levels and ages.

DART HISTORY

The first "dart" was most likely thrown by prehistoric man some 35,000 years ago. A sharpened antler attached to a wooden shaft allowed hunters to kill an animal from a distance, even as it ran. In one form or another, from spears, to arrows, to the present dart we use for games of skill, the art of throwing a pointed shaft with accuracy has been a part of almost every culture.

Later in history, Henry VIII of England and Charles VI of France were both avid enthusiasts of dart throwing games derived from warfare and archery contests.

The modern game evolved during the nineteenth century in English pubs. Often a barrel head was used as the target, with the centrally located cork becoming the bull's-eye. The term "cork" is still occasionally used today when referring to the bull's-eye.

At one time darts were considered a game of chance, and were actually illegal in England until 1908, when a Leeds innkeeper went to court to challenge the law. Fortunately he was able to demonstrate to the court's satisfaction that darts were indeed a game of skill.

Between the two World Wars playing darts for fun and relaxation became more and more popular in England. American servicemen stationed there in World War II often brought the game home with them where it eventually became popular in the United States as well.

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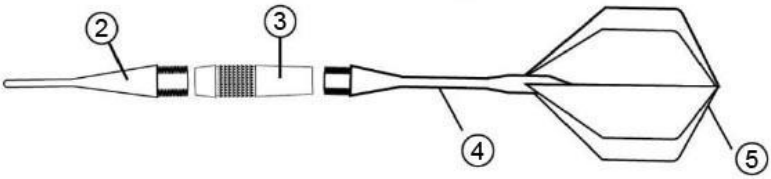
UNPACKING THE GAME

After unpacking the game, it is important to save the original box, all packaging, and receipts. These items will be needed if it ever proves necessary to return game to factory for service. Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

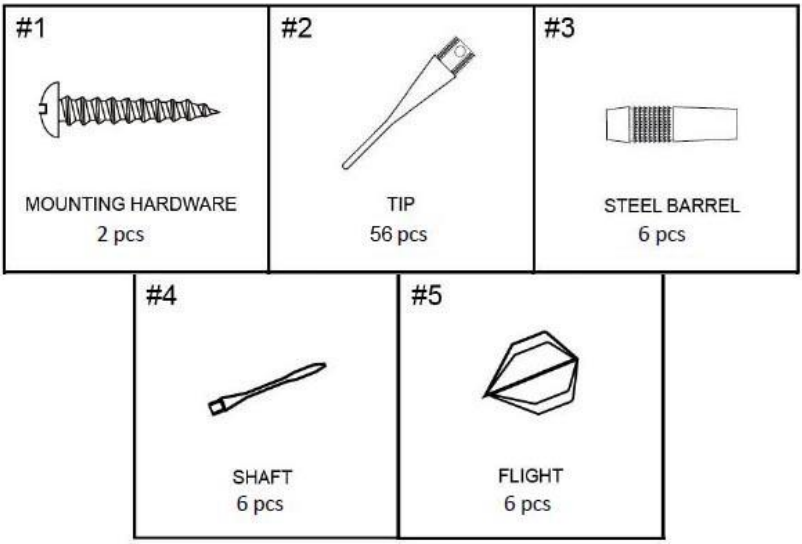
- 1 Electronic Dartboard
- 6 Darts (unassembled)
- Soft tip replacement pack
- Owner's Manual

TOOLS REQUIRED FOR ASSEMBLY:

- Phillips Head Screwdrivers – not included
- Required AC Adapter ⊕—◉—⊖ – included



PARTS IDENTIFIER



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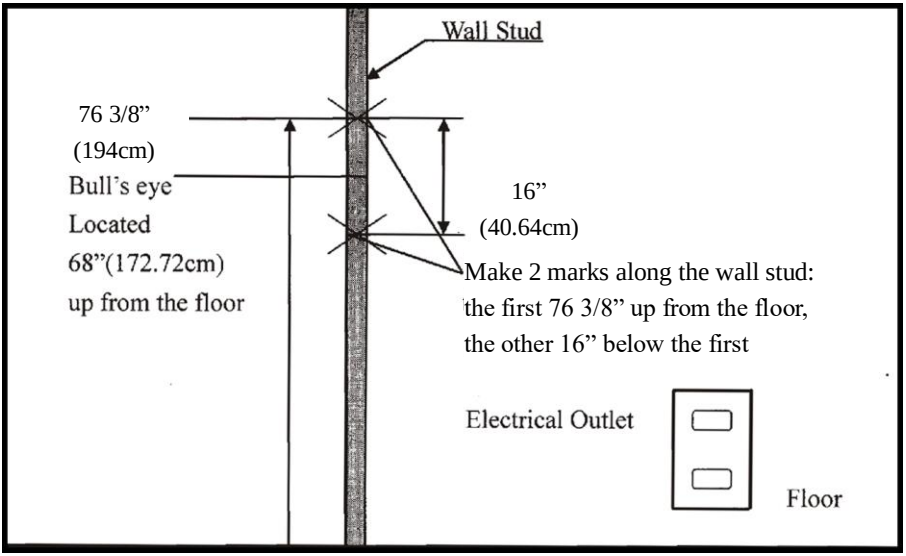
MOUNTING INSTRUCTION



1. Choose a location to hang the board that is near an electrical outlet, and that has at least 10 feet of open floor space in front of the board.
2. Locate a wall stud, and place a mark 76 3/8" (194cm) up from the floor along the stud (see illustration above). Place another mark 16" (40.64cm) below the first mark. Drill a small pilot hole into each reference mark, then screw in a # 10-16x1 3/4" long slotted truss-head mounting screw (provided) into each pilot hole until the screw head is protruding about 1/2" (12.7mm) from the wall.
3. Line up the slotted mounting holes on the back of the game with the screw heads, and then mount the game.
4. It may be necessary to adjust the screw until the board fits snugly against the wall. After the board is mounted, the bulls'-eye should be 68" (172.72cm) above the floor.
5. Place a toe line 97 1/2" (248cm) from the wall as a guide for throwing distance. In tournament play adhesive tape 2 feet long be 2 1/2 inches wide is used, but if it is not available, a strip of household masking tape will suffice.
6. The game is powered by an AC to DC adapter supplied with the game. To connect, insert the round barrel-type power plug into the lower left side of the dart board (as you face it) and the twoprong power adapter plug into an electrical outlet.

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GENERAL DEVICE OPERATION

1. Insert the round barrel-type power plug into the lower left side of the dartboard (as you face it) and the two-prong power plug into an electrical outlet. Please use AC/DC 5V 1,000mA ⊕—◉—⊖ (negative center positive outer) adapter.
2. Press **POWER** button to turn on device.
3. The dartboard will show a message “ARACHNID---GET CAUGHT IN THE GAME” and play a welcoming melody.
4. Press **ENTER** button to go into game selection page.
5. Press **UP** or **DOWN** button to scroll through game list. Then press **ENTER** button to confirm. The selection is shown on 1^{st}/2^{nd} player score display and the full description of selection is shown on text screen.
6. Press **UP** or **DOWN** button to select the designed options or difficulties of the game for all players. The selection is shown on the 2^{nd}/6^{th} player score display and scrolling on text screen. Then press **ENTER** button to confirm. For 01 games and 01 Leagues, Double In/Out, Expert Out options will be displayed by the cricket lights as indicated on the panel.
7. Select Single or Double Bull options by pressing **UP** or **DOWN** button. There are two parts to the bulls-eye, the outer bulls-eye and the inner bulls-eye. Normally, the outer bulls-eye counts as 25 points (single) and the inner bulls-eye counts for 50 points (double). You can choose to have the outer bulls-eye for 25 points (single) or 50 points (double) for some games. The inner bulls-eye will always counts for 50 points (double). The selection will display by the 3^{rd}/7^{th} player score display as indicated on the panel. Then press **ENTER** button to confirm.
8. Press **UP** or **DOWN** button to select the number of players. The selection is shown on the 3^{rd}/7^{th} player score display. If there are more than 4 players, they have to share their score displays as indicated on the panel and for more than 2 players, cricket displays will be shared as well. Press **ENTER** button to start a game.
9. Press the **VOICE RECORD** button at number of players page to enable and disable the voice recording feature. The dartboard announces recorded players’ name by enable the voice recording feature, text display shows RECORD ON (disable shows RECORD OFF).
10. You can select to play against the computer. Press **SOLO PLAY** button to set computer player and repeatedly to select its skill level. Only one computer player can be set in a game and the last player will be computer. For example, if you choose 4 players and computer mode, 3 human players 3 will play against the computer. There are five levels of computer player and a “oFF” option for your selection on the text screen. Then press **ENTER** button to start a game.
    L1 : Novice
    L2 : Beginner
    L3 : Intermediate
    L4 : Advance
    L5 : Professional

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11. Before starting the game, you can press **Handicap** button and jump to the handicap options **(only the games listed as follow have handicap options)**. Press **Handicap** button repeatedly to switch between players and press **Up** or **Down** button to select the handicap option. Press **Enter** button to confirm all selections and start a game.

G01	301	G10	701 League	G24	Killer
G02	501	G11	801 League	G25	Count-Up
G03	601	G12	901 League	G26	Round The Clock
G04	701	G13	GOTCHA!	G27	Shoot Out
G05	801	G14	Quick Cricket	G36	Overs
G06	901	G15	Cricket	G37	Unders
G07	301 League	G16	Cut Throat Cricket	G38	Big-6
G08	501 League	G18	Double Only Cricket	G40	All Fives
G09	601 League	G19	Low Ball Cricket	G46	Bingo

12. With the Voice Record Feature, the dartboard can call the shooting player's name prior to their turn. You may enter recording mode at the game selection page. Press **VOICE RECORD** button the dartboard will show a message "PLAYER 1" on text screen. Press **UP** or **DOWN** button to select player number. Press **VOICE RECORD** button again to confirm and start recording. There will be a voice prompt "RECORD YOUR NAME AFTER THE TONE". Following the announcement, a single beep will be heard and at the same time the indication GREEN light will light up and text screen will show "RECORDING". After this beep, speak and record your name into the microphone. (Please be sure to speak loud and clear into the microphone from a close range when recording). At last, another beep tone will signify the end of the recording period and the indication light will turn off. The recording time is limited to about 2 seconds for each player. You can listen to the recorded name by pressing **PLAY VOICE RECORD** button, the recorded name will be spoken out once. Press **UP** or **DOWN** button to select different player numbers and repeat the above process to record all names. Press **ENTER** button to leave the voice record page. Recorded names will be retained until it is replaced by another voice record.

13. For easier access to popular 501 game and CRICKET games, press **501/CRICKET** button to jump to the corresponding game with preset options. Press the button once will lead to 501 (G02 501 with option L03 and 25/50 Bull), and twice will lead to Cricket (G15 CRICKET with options L01). (*The setting will be defaulted at 2 players mode and you can change player numbers by pressing **UP** and **DOWN** button*). Press **ENTER** to start the game.

14. The 01 and Cricket games offer the Heckler/Cheerleader feature that allows for both positive and negative response to be given for a player's single dart or round score. This option can be activated by using **"HECKLER ON/OFF"** button. The feature offers praise for high scores and good rounds as well as heckles when a poor dart or round is thrown. It also prompts out when you wait too long at the toe line. There are 3 levels of this interactive feature and they can be changed by pressing the **LEVEL** button below the **"HECKLER ON/OFF"** button. Level 1 of the feature offers the lowest frequency of responses throughout the course of a game while level 3 offers the most. So players will receive a higher frequency of response on level 3 than they would on level 1. The Heckler feature and its level can be changed at any time by pressing the buttons.

15. In some games, the dartboard offer the best target or a dart out path as suggestion to players. The suggestion is displayed on the 12-digits scrolling text screen and is blinking.

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16. Press **MISS** button to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether.
17. Your selection of game, options and players will be scrolled and displayed in full details on the 12-digits scrolling text screen.
18. Once all selections have been confirmed, press **Enter** button to start a game.
19. You may press and hold the **RESET** button for 1 second to return to game selection.
20. During the game, if a dart thrown on the board scores but does not stick to the board, press **BOUNCE** button to eliminate the score gained by this dart.
21. The dartboard will announce and display "Winner" once a player wins the game. The remaining players can continue to play to determine other winners by pressing **NEXT** button. The final ranking, Marks per Round (for Cricket) and Points per Dart (for 01 games) will be displayed for each player on their score displays.
22. During the game, you can press **ENTER** button to scroll through the status of each player.
23. Press **ENTER** button to play again the game with the same options after the game ended.
24. Press **VOLUME** button continuously to select the volume of sound or mute.
    There are 4 choice for your selection:
    - High (displayed as VOLUME HI)
    - Medium (displayed as VOLUME MED)
    - Low (displayed as VOLUME LOW)
    - Off (displayed as VOLUME OFF)
25. If the device has not been played for approximately 5 minutes, it will change to sleep mode (text screen will display ---SLEEP---) and keep all the records of current games and scores for another 30 minutes. Players can return to the game with the stored scores from the sleep mode simply by pressing any key. The recorded names will be still memorized after power off until it is replaced by another record.
26. Press and hold **POWER** button for approximately 2 second to turn off device.
27. This dartboard is designed with a **FORCE RESET** feature. If the device has no response or being frozen, poke the **FORCE RESET** button which is hidden underneath the plastic casing once by using the dart soft tip. Dartboard will restart when **FORCE RESET** button is released.

GAME TABLE

No.	Game	Difficulty / Options	No.of Players
G01	301	6 / 12	1 ~ 8
G02	501	6 / 12	1 ~ 8
G03	601	6 / 12	1 ~ 8
G04	701	6 / 12	1 ~ 8
G05	801	6 / 12	1 ~ 8
G06	901	6 / 12	1 ~ 8
G07	301 League	6 / 12	4
G08	501 League	6 / 12	4

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G09	601 League	6 / 12	4
G10	701 League	6 / 12	4
G11	801 League	6 / 12	4
G12	901 League	6 / 12	4
G13	GOTCHA	2 / 4	2 ~ 8
G14	Quick Cricket	3	1 ~ 8
G15	Cricket	3	1 ~ 8
G16	Cut Throat Cricket	3	1 ~ 8
G17	Scram Cricket	1	2
G18	Double Only Cricket	3	1 ~ 8
G19	Low Ball Cricket	3	1 ~ 8
G20	Wild Card Cricket	1	1 ~ 8
G21	Double Down	1	1 ~ 8
G22	High Score	10 / 20	1 ~ 8
G23	Ace	6	1 ~ 8
G24	Killer	30	2 ~ 8
G25	Count-Up	9 / 18	1 ~ 8
G26	Round The Clock	12	1 ~ 8
G27	Shoot Out	10	1 ~ 8
G28	Horse	1	2 ~ 8
G29	Bermuda Triangle	1	1 ~ 8
G30	Shanghai	12	1 ~ 8
G31	Golf	10	1 ~ 8
G32	Shove a Penny	1	1 ~ 8
G33	Football	1	1 ~ 8
G34	Bowling	6	1 ~ 8
G35	Baseball	3	1 ~ 8
G36	Over	3 / 6	2 ~ 8
G37	Under	3 / 6	2 ~ 8
G38	Big-6	5	2 ~ 8
G39	Forty-One	1	1 ~ 8
G40	All Fives	5 / 10	1 ~ 8
G41	Nine Dart Century	3 / 6	1 ~ 8
G42	Halve-It	1	1 ~ 8
G43	By 5's	1	2 ~ 8
G44	By 10's	1	2 ~ 8
G45	ODD's	1	2 ~ 8
G46	Bingo	4	1 ~ 8
G47	Best of Nine	5 / 10	1 ~ 8
G48	Hound and Hare	5	2

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GAME INSTRUCTIONS

G01 301 (Game option: L01, L02, L03, L04, L05, L06 / Double Bull)

Each player begins with 301 points, and must reach exactly zero to win. The score of each dart thrown is subtracted from the beginning score of each round. Exceeding zero causes the player to "Bust", and the score returns to what it was before that round. There are six options for the game, namely:

Option Code	L01	L02	L03	L04	L05	L06
START / END	Single In / Single Out	Double In / Single Out	Single In / Double Out	Double In / Double Out	Single In / Expert Out	Double In / Expert Out

Single In : The player can hit any segment on their first dart to start.
Single Out : The player can hit any segment on their last dart to finish the game.
Double In : The player must hit a double or double bullseye on their first dart to start.
Double Out : The player must hit a double or double bullseye on their last dart to finish the game. (Reaching a score of 1 will "Bust" since it is not possible to double out with 1 point)
Expert In : The player must hit a double, a triple or double bullseye on their first dart to start
Expert Out : The player must hit a double, a triple or double bullseye on their last dart to finish the game. (Reaching a score of 1 will "Bust" since it is not possible to double or triple out with 1 point)

To make games more enjoyable, the game will also display the PPD (points per dart) of each player after the ranking on player score displays after the game.

G02 501 (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301, except each player starts with 501.

G03 601 (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301, except each player starts with 601.

G04 701 (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301, except each player starts with 701.

G05 801 (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301, except each player starts with 801.

G06 901 (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301, except each player starts with 901.

G07 301 LEAGUE (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301, except each player has a partner, as in league play (2

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teams with 2 players on each team). Each team uses two display windows, alternating turns. Team 1 = player 1 and player 3; Team 2 = player 2 and player 4. Any team player can win the game. However, there is an added “freeze rule” for team play.

Freeze rule: a player can “go out” only if his partner has a score that is equal to or lower than both opponent’s combined scores. If the partner’s score is higher than the combined scores of their opponents, the player is “frozen” and cannot win the game at that time. The strategy then is for that player to get as low as possible in points and hope the partner has a chance to win the game. If someone is frozen and gets to zero, the game will automatically “bust” that player, not allowing that player to break the freeze rule.

G08 501 LEAGUE (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301 League, except each player starts with 501.

G09 601 LEAGUE (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301 League, except each player starts with 601.

G10 701 LEAGUE (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301 League, except each player starts with 701.

G11 801 LEAGUE (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301 League, except each player starts with 801.

G12 901 LEAGUE (Game option: L01, L02, L03, L04, L05, L06, Double Bull)

This game is played the same as 301 League, except each player starts with 901.

G13 GOTCHA! (Game option: L01, L02)

Each player begin with 0 point and must reach 301 exactly to win. Players can “Bomb” other players which reduce their score to zero. This happen when the shooting player equals another player’s score with any dart thrown. Therefore it is possible to bomb 3 players in 1 turn. Example:

> Player 1’s score is 20
> Player 2’s score is 50
> Player 3’s score is 30
> Player 4’s score is up. The first dart thrown hits the 20 – Player 1 gets bombed and goes to zero. The second dart hits the 10 (score now 30) – Player 3 gets bombed and goes to zero. The third dart hits a 20 (total score is 50) – Player 2 gets bombed and goes to zero.

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If a player exceeds 301 points that player will bust and the following occurs:

In single player game, no “Bombs” will go off.

L01 : The player’s score reverts to what it was before and darts were thrown in that round

L02 : That score is also reduced by the number of points that were of 301

G14 QUICK CRICKET (Game option: L01, L02, L03)

Quick Cricket is played with the number 15 through 20 and the bullseye. The first player marks a number three times & ‘open’ all the number is the winner. Marks are indicated in the tri-colored lights scoring system at the bottom of the board. One mark is indicated by a green light, two by an amber light, and three by a red (when number is closed). Double count as two marks, and triples as three. No score is required in this game.

L01 : hit & ‘open’ the numbers 15-20 and bullseye at any order

L02 : hit & ‘open’ the numbers 20 first, then in order ‘open’ numbers 19, 18, 17, 16, 15 & bullseye

L03 : hit & ‘open’ the bullseye first, then in order ‘open’ numbers 15, 16, 17, 18, 19 & 20

G15 CRICKET (Game option: L01, L02, L03)

Cricket is similar to the Quick Cricket, in addition, player scores a points by hitting his ‘openned’ cricket number (15 through 20 and bullseye). No score can be made for the number that has been closed by all the players. The winner is the first player to close all the numbers and have the highest score among all players.

L01 : hit & ‘open’ the numbers 15-20 and bullseye at any order

L02 : hit & ‘open’ the numbers 20 first, then in order ‘open’ numbers 19, 18, 17, 16, 15 & bullseye

L03 : hit & ‘open’ the bullseye first, then in order ‘open’ numbers 15, 16, 17, 18, 19 & 20

To make games more enjoyable, the game will also display the PPD (points per dart) of each player after the ranking on player score displays after the game.

G16 CUT THROAT CRICKET (Game option: L01, L02, L03)

Cut Throat Cricket is played the same as Cricket except when a player closes a number and begins scoring, the scores are given to all opponents that do not have that number closed. The winner is the first player that closes all the numbers and has the lowest ir equal score.

L01 : hit & ‘open’ the numbers 15-20 and bullseye at any order

L02 : hit & ‘open’ the numbers 20 first, then in order ‘open’ numbers 19, 18, 17, 16, 15 & bullseye

L03 : hit & ‘open’ the bullseye first, then in order ‘open’ numbers 15, 16, 17, 18, 19 & 20

G17 SCRAM CRICKET

Scram Cricket is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 has to ‘close’ 15-20 an bullseye, whilst player 2 attemps to get as many scores as he can by hitting the numbers that are still open. Round 1 will be finished if all numbers have been closed. For round 2, the reverse is practiced. The one with the most scores is the winner.

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G18 DOUBLE ONLY CRICKET (Game option: L01, L02, L03)

Double Only Cricket is played the same as Cricket except that a double of each cricket number must be hit before a player can go further with that number. Once a double is hit, that number is opened. That double together with the other doubles, triples and singles of that number count.

For example, to start the 20's each player has to hit double 20 to open this number. Afterward, a single 20 would close the number, or a double would close and score 20 points, similarly a triple would close and score 40 points. It is impossible to close a number with one dart.

L01 : hit & 'open' the numbers 15-20 and bullseye at any order
L02 : hit & 'open' the numbers 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bullseye
L03 : hit & 'open' the bullseye first, then in order 'open' numbers 15, 16, 17, 18, 19 & 20

G19 LOW BALL CRICKET (Game option: L01, L02, L03)

Low Ball Cricket plays the same as Cricket with the following exceptions:
a. The numbers used are 1, 2, 3, 4, 5, 6 and the bullseye.
b. A bullseye scores 8 points. When double is selected, single bull = 4 points, double bull = 8 points.
c. A player can win by scoring a "Wicket". This is done by hitting a triple 1, triple 2, and triple 3, in any order in one round, if these numbers have not been previously marked by that player.
d. Limited to a 20-point spread.
e. The Cricket scoring system display represents the cricket number in the sequence of 6, 5, 4, 3, 2, 1, B.

L01: hit & 'open' the numbers 1-6 and bullseye at any order
L02: hit & 'open' the numbers 6 first, then in order 'open' numbers 5, 4, 3, 2, 1 & bullseye
L03: hit & 'open' the bullseye first, then in order 'open' numbers 1, 2, 3, 4, 5 & 6

The winner is the first player to close all the numbers and have highest or equal score (if Wicket has not been scored).

G20 WILD CARD CRICKET

Wild Card Cricket plays the same as Cricket except the numbers 7 through 20 and the bull's eye remains constant throughout the game. The drawn number is 2-digits "flashing" shown in the text screen with dot separation between 2 numbers. Once a number is marked by a player it is locked in and the number will not flash for the rest of the game. All numbers unmarked will randomly change after every turn, until all six "wild card" numbers are locked in. The winner is the first player to open all the numbers and have the highest or equal score.

G21 DOUBLE DOWN

The game starts with a base score of 60 for each player. The player has to score by hitting the active segments of the current round. For instance, in 1st round, the player must throw for the 15 segment. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on. For Double and Triple, player has to hit any double or triple and the same rule will be applied.

	15	16	Double	17	18	Triple	19	20	Bullseye	Total
Player 1										
Player 2										

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G22 HIGH SCORE (Game option: L01, L02, L03,…, L10 / Double Bull)

High Score is a simple game. The player who has the highest score after the game is the winner. Each player starts the game with zero points and adds to their score with each throw.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10
No. of Round	3	4	5	6	7	8	9	10	11	12

G23 ACE (Game option: L01, L02, L03, L04, L05, L06)

Ace is a practice game to increase accuracy. A random number will appear for each player for each turn. A player must hit the number shown to score points. Point values are as follows: Single segment = 1 point; double = 2 points; triple = 3 points, single bull's-eye = 4 points; double bull's-eye = 6 points. No score will be gained if the desired number is missed. The player with the highest score wins. The number of rounds left is represented by the cricket display.

Option Code	L01	L02	L03	L04	L05	L06
No. of Round	5	6	7	8	9	10

G24 KILLER (Game option: L01, L02, L03,…, L30)

To start, each player must select his/her number by throwing a dart at the target area. The display will indicate "SEL" and "CHOOSE YOUR NUMBER". The number, each player hits, is his/her assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts.

Each player tries to hit his/her own number to attain the qualification for "KILLER". When becoming a killer, the objective of the player is to "kill" his/her opponents by hitting their segment number until all their "lives" are lost. If a killer hits his/her own segment number, the killer will lose the qualification for "killer" and also lose one "live". He/She should hit his/her own segment number again for "killer" qualification. The last player to remain alive is declared the winner. For more difficult play, hit the double (or triple) for his/her own scoring number to attain the qualification for a "killer".

Option	**Lives**	**Shoot area (Killer)**
003 (L01)	3	Single, Double, Triple
005 (L02)	5	Single, Double, Triple
……	……	Single, Double, Triple
021 (L10)	21	Single, Double, Triple
203 (L11)	3	Double
205 (L12)	5	Double
……	……	Double
221 (L20)	21	Double
303 (L21)	3	Triple
305 (L22)	5	Triple
……	……	Triple
321 (L30)	21	Triple

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G25 COUNT-UP (Game option: L01, L02, L03,…, L9 / Double Bull)

Before starting the game you must select the number of players and your desired option. The option is the set points which are the points needed to win, see the chart below.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09
Set point	100	200	300	400	500	600	700	800	900
Point									

Your score will be accumulated for each dart. The first player to reach or go over the set points will be the winner.

G26 ROUND THE CLOCK (Game option: L01, L02, L03, L4, L5, L6, L7, L8, L9, L10, L11, L12)

Hit in strict order of 1, 2, 3, … , until 5, 10, 15 or 20, straight, double or triple depending on the difficulty. The first player to reach the last score will be the winner. The computer will display the number that the player has to hit.

Option	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10	L11	L12
Last Segment Thrown	5	10	15	20	5	10	15	20	5	10	15	20
	Can hit any segments				Must hit double segments				Must hit triple segments			

G27 SHOOT OUT (Game option: L01, L02, L03,..., L10)

The computer will randomly display a score for the player to hit. One correct hit scores one mark. The first player who hits 11, 12, 13,…,20 marks depending on the level of difficulty is the winner. If a player does not hit the board within 10 seconds, that dart will be regarded as missed and it will automatically change to another dart for the player to hit. The cricket bulbs represent the number of target left.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10
Goal Mark	11	12	13	14	15	16	17	18	19	20

G28 HORSE

This game will randomly choose a number for all players to hit each round. The player tries to hit that number as many times as possible. A single of the number scores 1 hit, double scores 2 hits, and triple scores 3 hits, single bull's-eye scores 4 hit and double bull's-eye scores 6 hits. At the beginning, each player has 5 lives. In a round, the players without the highest score eill deduct a life. The player in the game is the winner.

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G29 BERMUDA TRIANGLE

Each round calls out a designated number or area to hit. They are:

Round 1	12
Round 2	13
Round 3	14
Round 4	Double (any)
Round 5	15
Round 6	16
Round 7	17
Round 8	Triple (any)
Round 9	18
Round 10	19
Round 11	20
Round 12	Bullseye
Round 13	Double Bullseye

Points are accumulated by any segment of the designated number for each round. For example: In the first round, a player must hit 12. Single 12 = 12 points, Double 12 = 24 points, and Triple 12 = 36 points. In round 4 player can choose any double (all three darts can hit a different double and score), and in round 8, player can choose any triple. If player misses the designated number or area with all three darts in any round, the player's total score is cut in half. The winner is the player with highest score.

G30 SHANGHAI (Game option: L01, L02, L03, L04, L05, L06, L07, L08, L09, L10, L11, L12)

The score windows display the target number for each round. The target number varies with round and starts from 1 through 2, 3, 4,…,20 to bullseye. The player gets scores on a hit of target number. Throw 3 darts for each number and the player who gets the most scores wins. There are 3 levels of difficulty and player can score at any right segments (Single X1, Double X2, Triple X3) for level L; and only double, triple will count for level X.

Also players can select super Shanghai (level P) as a complementary option. The rules are the same as above except various doubles and triples must be hit as specified by the computer. The computer will display the chosen "double" or "triple" and display the number at the scoring window.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10	L11	L12
Target No.Start from	1	5	10	15	1	5	10	15	1	5	10	15
Level	L	L	L	L	X	X	X	X	P	P	P	P

G31 GOLF (Game option: L01, L02, L03,…,L10)

Golf is a par 4, 9 holes game. The object of the game is to get the lowest score possible. The number 1 through 9 are used, consecutively through the 9th round. In the first round all players must throw for the segment (hole 1). In round 2, all the players throw for the 2 segment (hole 2), and so on, through round 9 (hole 9).

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Segment values are as follows:

Double = 2 points (Eagle)
Triple = 3 points (Birdie)
Pie single = 4 points (Par)
Fat single = 4 points (Par)
Miss = 5 points (Bogie)

The hardest segments to hit equal the lowest score. If all 3 darts miss the targeted area, your score will be 5. The game will recognize and score the best hit of all 3 darts thrown. Example: Dart 1 = miss (5), Dart 2 = triple (3), Dart 3 = fat single (4) players score will be 3. If player should miss the entire segment area with all 3 darts, the game will register a score of 5 when the START GAME / NEXT PLAYER button is pushed. The player with the lowest score wins. Player can play from 9 holes to 18 holes depending on the level of difficulty.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10
Hole	9	10	11	12	13	14	15	16	17	18

G32 SHOVE A PENNY

Same as the cricket only 15 through 20 and the bull's-eye are used. All players have to hit the numbers in order with the objective to score 3 points in each segment before moving to another. Single are 1 point, Double are 2 points and Triple are 3 points. However, if player scores more than 3 points in any one number, the excess points will be given to the next player. The first player to score 3 points in all numbers is the winner.

G33 FOOTBALL

Players have to first select their playing field by throwing a dart at the dartboard. At this stage, the text screen will display "CHOOSE YOUR NUMBER". Take turn and throw a dart to select. Once a playing field is selected, you have to start points from the double segment, carry through the bull's-eye and then to the opposite segments in strict sequence, the status of the player will be indicated at the cricket display.

For example, if a player selects segment 11, he should hit D-11, outer S-11, T-11, inner S-11, outer bull's-eye, inner bull's-eye, inner S-6, T-6, outer S-6, and finally the D-6. The first player who finished is playing field is the winner.

G34 BOWLING (Game option: L01, L02, L03, L04, L05, L06)

This is a challenge game and the player has to be very accurate to have a good score. Each player has to select his 'alley' by throwing the first dart at a segment when the text screen displays "SELECT ALLEY". Then use the 2nd and the 3rd dart to score points (i.e. pins) on the selected alley. Points (pins) are calculated as follow:

Segment	Score
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins

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Player cannot hit the same single segment twice within the same 'frame'. If it is hit twice, the second hit will be counted as 0. Therefore, it would be more advisable for the player to hit two respective single segments to have a score of 10 pins (7 for inner single segment and 3 for outer single segment).

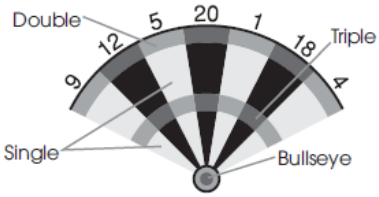
Player can have 20 pins if he hits the triple segment twice. There will only be 10 pins if player hits the double twice. Otherwise, you will only get 9 pins if toy hit the double with your second dart and another segment with your third dart. The perfect game score is 200 / 220 / 240 / 260 / 280 / 300 respectively for the options chosen.

Option Code	L01	L02	L03	L04	L05	L06
No. of Round	10	11	12	13	14	15

G35 BASEBALL (Game option: L01, L02, L03)

A baseball field includes the segment 9,12,5,20,1,18,4 and bull's-eye. A player throw 3 darts in each inning, and the runs / bases are set as follow:

Segments	Result
Single	One Base
Double	Two Bases
Triple	Three Bases
Bullseye	Home Run



The player with the most runs in the game is the winner. The player's cricket display (20 to 17) indicates the total innings left while 16 to Bull cricket display shows the status of runners. First base is indicated by one stripe, second base by a cross, third base by a cross with circle (OPEN) and a circle for home run (CLOSE).

Option Code	L01	L02	L03
No. of Inning	7	8	9

G36 OVER (Game option: L01, L02, L03 / Double Bull)

The players have to take turns to throw 3 darts, the highest score among the players is the "leader score". A player's score will become a new "leader score" if his score in the new turn is higher or equal than the previous "leader's score". The dartboard will display the leader score for the player takes turn. If the player is failed to match or score more than the leader score, he will lose a life. A leader can choose to proceed to challenge his own leader's score or skip his turn by pressing NEXT button. If he chose to challenge he is at risking of losing a life in case his score is lower than his own leader's score. The new score he (the leader) gets no matter higher or lower than the original leader's score, it regarded as new leader's score.

A player will be out of the game when all his lives are gone. The last surviving player is the winner.

Option Code	L01	L02	L03
No. of Life	5	6	7

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G37 UNDER (Game option: L01, L02, L03 / Double Bull)

Rules follow exactly OVER (Game 36) except:

1. The objective is to get the lower score than other players.
2. The leader's score is the lowest score.
3. A missed dart out of the dartboard is counted as 60 (by pressing Miss / Bounce Out Button). Press Next Player button to skip turn will directly lose a life.

Option Code	L01	L02	L03
No. of Life	5	6	7

G38 Big 6 (Game option: L01, L02, L03, L04, L05)

This game allows player to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.

Single 6 is the first target to hit when the game begins. For example, player 1 tries to hit a single 6 in his turn, he fails and loses one life. Player 2 takes his turn and try to hit a single 6. If he successfully hit single 6 in the first 2 darts, the last dart will be used to determine a new target for the next player. At this moment, the text screen will display "CHOOSE NEW TARGET". The same rule is applied to the following darts. Singles, doubles and triples are all separate the targets for this game.

If player only hits the target in his 3rd dart, he will not lose lift but does not have chance to determine the target for the next player. The current target will be carried on for the next player. The object of the game is to force your opponent into losing lives by selecting difficult targets for your opponent to hit such as "Double Bull's eye" or "Triple 20". The last player survives is the winner.

Option Code	L01	L02	L03	L04	L05
No. of Life	3	4	5	6	7

G39 FORTY ONE

This game is the same as the Double Down (Game 21) except:

1. The sequence is reversed from 20 to 15.
2. An additional round of 41 points is included before bullseye and a player has to get score sum of 41 this round.

First player finishes 10 rounds and has highest score is the winner.

	20	19	Double	18	17	Triple	16	15	41	Total
Player 1										
Player 2										

G40 ALL FIVES (Game option: L01, L02, L03, L04, L05 / Double Bull)

Each round each player has to score a total divisible by 5, and every divisible '5' counts one point. For instance 2, 8, 5 with a total 15, player can get 3 points as 15 divided by 5 is three.

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There is no point if:

a. The round (3 darts) total scores is not divisible by 5
b. Any dart is missed even though the sum of other darts is divisible by 5
   The first player who gets scores of 51 or above will be the winner

Option Code	L01	L02	L03	L04	L05
Goal score	51	61	71	81	91

G41 NINE-DART CENTURY (Game option: L01, L02, L03 / Double Bull)

In this game, each player has nine darts (three turns) to either score 100 points, or come as close as possible to 100. Each bed is scored as per the regular method. Any player going over 100 is "busted" and is out of the game. Darts that land outside the scoring area bring that player's score sown to zero and is he must start over again. This eliminates deliberate misses. Darts that bounce out are not penalized, but do not count any points. The number of remaining darts is shown at the cricket display.

L01 : targeted score 100
L02 : targeted score 150
L03 : targeted score 200

G42 HALVE-IT

There are seven rounds of three darts each in this game. The objective is to score as many points of the designated numbers as possible. The designated numbers for each round are:

1st Round	20
2nd Round	16
3rd Round	Double 7
4th Round	14
5th Round	Triple 10
6th Round	17
7th Round	Bull's-eye

Scoring occurs when the dart hits the designated area only. All hits arc scored at face value. Should all three of player's darts miss the designated target area, his total score to those points is cut in half. The highest score at the end of seven rounds is the winner.

G43 BY 5'S©

Each player must get score is multiples by 5 each dart, they are 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 60.
The first player get to 60 points is the winner.

G44 BY 10'S©

Each player must get score is multiples by 10 each dart, they are 10, 20, 30, 40, 50, 60, and then 60, 50, 40, 30, 20, 10.
Who fastest return to 10 is the winner.

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G45 ODDs©

Each player must get score is odd number each dart, start at 1 then sequence to hit 3, 5, 7, 9, 11, 13, 15, 17, 19, 19, 17, 15, 13, 11, 9, 7, 5, 3, 1.
The winner is the fastest return to 10 is the winner.

G46 BINGO (Game option: L01, L02, L03, L04)

The board will display the target number automatically. The player who first finishes hitting the particular sequence wins the game.

132 (L01) - Hit the number with the sequence of 15, 4, 8, 14, 3.
141 (L02) - Hit the number with the sequence of 17, 13, 9, 7, 1.
168 (L03) - Hit the number with the sequence of 20, 16, 12, 6, 2.
189 (L04) - Hit the number with the sequence of 19, 10, 18, 5, 11.

The player should hit a number three times to enter into the next number. Hitting the single segment counts as one time; the double segment counts as two times; the triple segment counts as three times.

G47 BEST OF NINE (Game option: L01, L02, L03, L04, L05 / Double Bull)

The dartboard will display a random number for you to hit each tound. Each player will take turns throwing three darts. The object is to hit your assigned number. A player receives 1 point when hitting the number, 2 points when hitting a double and 3 points for hitting a triple of that number.

Option Code	L01 (009)	L02 (012)	L03 (015)	L04 (018)	L05 (021)
No. of Darts / Rounds	9 / 3	12 / 4	15 / 5	18 / 6	21 / 7

The cricket display will count down how many rounds you have left. The player with the highest point at the end of the game wins.

G48 HOUND & HARE (Game option: L01, L02, L03, L04, L05)

The Hare tries to escape from the Hound while the Hound tries to catch the Hare. Player 1 and 2 act as the Hound and Hare respectively. The Hare starts at 20. The Hare tries to get a double and move clockwise to the next number. Similarly, the Hound starts at the number 5 and must hit a double each move. When the Hound catches up to the Hare and hits the same double as the Hare is trying for, the Hare is caught. If the Hare reaches the double 5 before the Hound catches him the Hare is free. Options 005, 012, 009, 014 and 011 represent what number the Hound starts at.

Option Code	L01 (005)	L02 (012)	L03 (009)	L04 (014)	L05 (011)
Segment Hound Starts	5	12	9	14	11

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TROUBLE SHOOTING

We are proud of being the originator of the electronic dart board, so we build our boards to be rugged and durable. However, with the delicate electronics in our device, and with the high usage the device may receive, there is a chance that a problem may eventually occur.

No Power

POOR OUTLET CONNECTION. Check the power cord to make sure that it is properly plugged in. Check the circuit breaker (or fuse) in the home to verify that there is power to the electrical outlet.

Devices will not score or no sound

Check to see if a segment is stuck. Also be sure that all buttons are not stuck.

Stuck Segment

If a segment is stuck, the text window will display a message just like “Error=03” to indicate which segment is stuck.

03 : single segment #3
=03 : double 3 segment
≡03 : triple 3 segment

This is usually caused by a broken tip. A long tip that sticks out from the segment surface may be pulled out with pliers. A short tip that is broken off flush with the segment surface can be pushed through the hole into the device without damaging the electronics in the dart-head. Push the tip with an object that is smaller in diameter than the tip.

Electrical storms, power line surges, rolling brown outs, broadcast radio/TV transmitters:

Notice

Under extreme electrical interference conditions of these types, the dart game can show erratic behavior and fail to continue to perform. To restore device to normal operation, disconnect all power sources from the device unit. Unplug adapter and wait for 3 seconds. Reconnect power sources.

Cleaning the Device

The Arachnid, Inc. dart board will provide many hours of fun if cared for properly. Do not use spray cleaners, or cleaners that contain ammonia, acetone, or other harsh chemicals as they may cause damage. Instead, we suggest regular dusting with a damp cloth. Use a mild detergent and damp cloth for more vigorous cleansing. It is a good idea to first test cleaning solutions on an inconspicuous area of the game. Note: Spilling liquids onto the game, exposure to weather, or user abuse (such as dropping the game) can result in permanent damage, and are not covered by the warranty.

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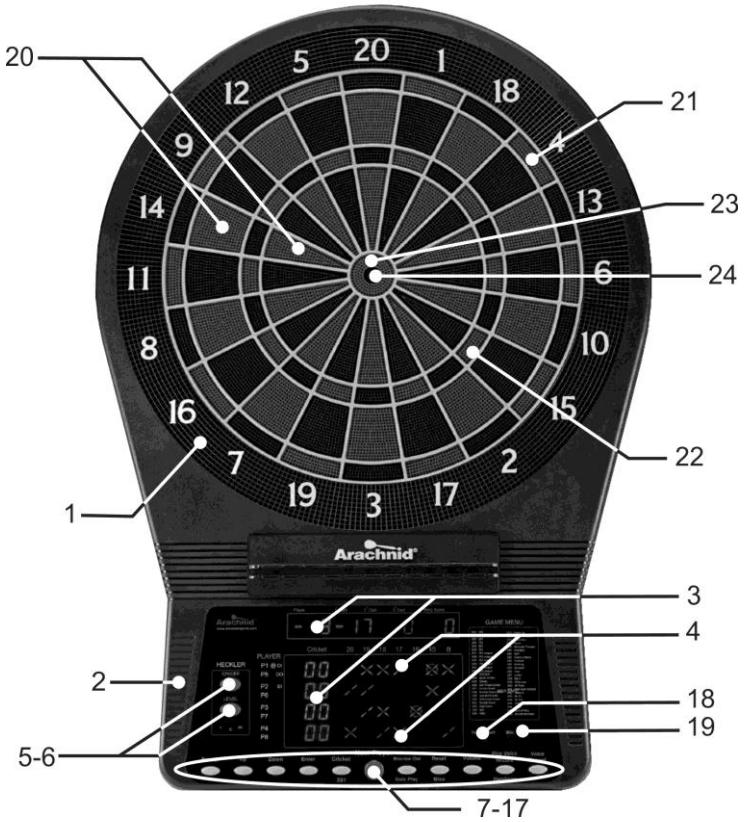
DESCRIPTIONS



1. Catch Ring
2. Speaker
3. LED Display
4. Cricket Display
5. Heckler ON/OFF Button
6. Heckler Level Button
7. Power Button
8. Up Button
9. Down Button
10. Enter Button
11. Cricket / 501 Button
12. Next Player Button
13. Bounce Out / Solo Play Button
14. Reset / Miss Button
15. Volume Button
16. Play Voice Record / Handicap Button
17. Voice Record Button
18. Hard Reset Button
19. Voice Recording Microphone
20. Single Ring
21. Double Ring
22. Triple Ring
23. Bullseye
24. Double Bullseye

*Dartboard shown above may differ slightly from actual product.

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LIMITED WARRANTY

Cue&Case - Global Division of Escalade® Sports (the Company) warrants the Product to be free from defects in workmanship and materials under normal use and conditions **FOR A PERIOD OF 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE** in the United States and Canada.

Product Registration Card
The Product Registration Card must be filled out completely and mailed to the Company at the address printed on the card within 10 days from the date of your purchase of the Product.

What Is Covered
Except as provided below, this Limited Warranty covers all defects in material and workmanship. This Limited Warranty is void if the Product is:

- Damaged through improper usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the Product).
- Used in commercial applications or rentals.
- Modified or repaired by anyone not authorized by the Company.

What Is Not Covered
This Limited Warranty does not cover:

- Any expendable items such as batteries, light bulbs, fuses, accessories, cosmetic parts, tools and other items that wear out.
- Due to normal usage. Any costs you may incur for delivery, installation, assembly or transport of your product.

What The Company Will Pay For
If during the Limited Warranty period, any part or component of the Product is found by the Company to be defective, the Company will, at its option, repair the Product, replace the Product with a new Product (either the same or an equivalent model) or cause the original retailer of the Product to exchange the Product with a new Product (either the same or an equivalent model) or refund the original purchase price of the Product, without charge for labor or parts. The Company's obligation to repair, replace or exchange the Product, however, shall be limited to the amount of the original purchase price of the Product.

How To Obtain Warranty Service
In order to enforce your rights under this Limited Warranty, you must follow these procedures:

- You must have completed and mailed the Product Registration Card to the Company within 10 days of purchase of the product.
- You must include THE ORIGINAL COPY OF YOUR SALES RECEIPT
- You must call the Company's Customer Service Department at 1-800-835-7665 from 10:00 A.M to 6:00 P.M. (EST) to notify the Company of the nature of the problem.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, model number of the Product and a description of the problem.

THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASE OF THE PRODUCT AND IS VALID IN THE UNITED STATES AND CANADA ONLY.

THE COMPANY'S LIABILITY TO THE REPAIR OR REPLACEMENT, AT ITS OPTION, OF ANY
DEFECTIVE PRODUCT AND SHALL NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND.

THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED.

SOME STATES DO NOT ALLOW LIMITIATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR DO NOT ALLOW FOR EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. TO THAT EXTENT, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This Limited Warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this Limited Warranty or the operation of the Product, you may call or write us:

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